Amanda Goldsmith

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Objective Summary

- Graduate Student at the University of Washington pursuing my Masters in Information Management with specializations in Business Intelligence (BI) and User Experience (UX).
- People oriented, extremely dedicated, team player, constantly exploring new ideas revolving around UX design, data visualization/analysis, business intelligence, and product management in the gaming industry and beyond.
- My life-long and ever-growing passion for gaming, working with my expanding knowledge in information management, used in accordance with my applied physics foundation, makes me the ideal candidate to strengthen a company.

EDUCATION AND ADDITIONAL COURSEWORK

UNIVERSITY OF WASHINGTON, INFORMATION SCHOOL   Sep. 2021 - June 2023
Master of Science in Information Management, specialization in User Experience &   Seattle, WA
Business Intelligence
- Current GPA: 3.9

UNIVERSITY OF WASHINGTON, UNDERGRADUATE DEGREE   Sep. 2018 - June 2021
Bachelor of Science in Applied Physics with a Climate Sciences Minor   Seattle, WA
- Graduated a year early: Cumulative GPA: 3.65
- Coursework:
  - Math: Calculus I-III, Differential Equations, Linear Algebra
  - Physics: Electromagnetism I-III, Quantum Mechanics, Thermodynamics, Waves & Optics
- Study Abroad 2019
  - Comparative literature program to enhance writing abilities with a global lense

SKILLS

- Fundamental knowledge in JavaScript, GitHub, Tableau, BigML, OnShape and React
- Proficiency in Microsoft Office Suite
- Built a computer and website from scratch as a personal hobby
- Basic experience in Adobe Creative Suite (Illustrator and XD) and Figma
- Experience wireframing, conducting user research, persona development and prototyping
- Extensive writing abilities in a formal research setting
- Extensive knowledge about the gaming industry

PROJECTS

Game Development at UW partnered with the Be The Green   March. 2021-Current
- Worked with students as a part of EarthGamesStudio along with Be The Green and Art of the   Seattle,WA
Green New Deal colleagues to create a game in Godot engine called Life ReImagined. This game aims to bring awareness to our climate crisis and offer players a fun way to learn about ways we can create a regenerative economy for people and the earth.

Curriculum development at UW Summer and Autumn 2020   June 2020-Dec. 2020
- Worked with a small team of undergraduate and graduate students along with a professor to   Seattle, WA
develop a new class for UW undergraduates that will begin to be offered Winter 2021.
- Class is structured to build fundamental knowledge in Python, Arduino and OnShape, this is demonstrated through building a scientific device at the end of the quarter.

WORK EXPERIENCE

CAFFE LADRO   Sep. 2021-Current
Barista   Seattle, WA
- Barista at the Caffe Ladro Ravenna location. Handled business to consumer interaction and fulfilled Café duties including but not limited to; brewing and serving a variety of coffee and tea beverages, maintaining a clean and safe work and dining environment, fulfilling pastry deliveries and keeping customers happy.